

Games Workshop

97 Uxbridge Road, London W12 8NL

01-749-7049

SPRING
1977

Price List

"+ 30(etc.)p" after price indicates p&p
additions on some lines. P&p inc. in rest

DUNGEONS & DRAGONS (TSR)

Dungeons & Dragons - £6.75
Chainmail - £3.40
Greyhawk - £3.40
Blackmoor - £3.40
Eldritch Wizardry - £3.40
Gods, Demi-Gods & Heroes
- £3.40
Swords & Spells - £3.40
Character Archaic - £2.25
Character Sheets (Pad of 20)
(GW) - 50p + 9p
Dungeon Geomorphs - £1.50
D&D Introductory Sheet (GW) - Free

FANTASY GAMES

Battle of Helm's Deep (F&F) - £2.40
Battle of the 5 Armies (TSR)-£3.50
Citadel (FGU) - £2.35
Dungeon! (TSR) - £7.95
Empire of the Petal Throne (TSR)
- £16.75
Lankmar (TSR) - £6.95
Siege of Minas Tirith (F&F) - £3.75
War of Wizards (TSR) - £4.95
Warriors of the Green Planet
"Trilogy of Games" (F&F):
(i) Warriors of Green Planet-£3.95
(ii) War of the Sky Galleons - £3.75
(iii) Mind War - £2.40
WoGP Additional Rules Book - 35p
White Bear & Red Moon (Cha)-£6.95

FANTASY RULES

Bunnies & Burrows (FGU) - £3.50
The Ringbearer (LS) - £1.95
Royal Armies of the Hyborean Age
(FGU) - £3.50
Wizards & Warfare (LMM)-50p+9p

SCIENCE FICTION

Galactic Conquest (FGU) - £2.35
Galactic War (TT) - 85p + 9p
Metamorphosis Alpha (TSR)-£3.40
Star Probe (TSR) - £4.25
Star Empires (TSR) - Soon
Starlord (FB) - £3.15

ROLE-PLAYING RULES

Boot Hill (TSR) - £3.40
En Garde! (GDW) - £2.75
Gladiators (FGU) - £2.35
Prehistoric Animal Combat
(TT) - 70p + 9p

WAR GAMES

Der Fuhrer (LS)-£3.25
Fight in the Skies
(TSR)-£6.95
Imperialism(FB)-£5.95
Little Big Horn (TSR)
- £6.95
Marching to Richmond
(Watts) - 48p+9p
Madame Guillotine
(GT) - 75p
Madame Guillotine
(FGU) - £2.00
Mercenary(GT)-£2.35
Peninsular War
(Watts) - 48p+9p
Peninsular War Book
(Shire) - 30p+9p
Pennine War (Watts)
- 48p + 9p
1066 (TSR) - £8.25
The Warlord
(GW)-£8.95

MINIATURES

W'GAME RULES

Air Power(TSR)-£2.40
Cavaliers & Roundheads
(TSR) - £2.25
Classic Warfare (TSR)
- £6.75
Don't Give Up the Ship
(TSR) - £3.40
Fighter Pilot(LS)-£1.95
Imperial Guard (LS)
-£2.25
Knights of the Round
Table (LS) - £2.95
Legion (FGU) - £2.35
Panzer Warfare (TSR)
- £2.75
Tractics (TSR)-£6.75
Tricolor (TSR)-£6.75

MISC. GAMES

Oil Distribution Game
(Watts) - 48p + 9p
Railway Rivals (Watts)
Kits:A,B,D,G,J,I,K
48p + 9p
RR Handbook (Watts)
- 24p + 6½p

FANTASY FIGURES
SAE for full lists.

DICE

Multi-Sided (4,6,8,10,
12) - £1.50 Set
Percentage - 30p + 9p
Average - 25p + 9p

MAGAZINES

The Dragon (TSR)-£1.25
The Dungeoneer - 50p
Little Wars(TSR)-£1.25
Owl & Weasel (GW)
20p + 6½p
Strategic Review (TSR)
Comp. Set 1-7 - £3.30
White Dwarf (GW)-Soon
Wyrms Footnotes-Soon

MISC.

Book of Monsters (LS)
- £2.50
Games Workshop Cat-
alogue - 10p + 6½p
Hex Sheets (A3 size)
10p + 11p
Petal Throne Poster
(TSR) - £1.40

SPI GAMES

Outreach (Bx.)-£5.25+70p
Outreach (Pch)-£4.25+55p
Sorcerer(Bx.)-£6.25+70p
Sorcerer(Pch)-£5.25+55p

AVALON HILL GAMES

Please include 70p p&p
on all AH games.
Afrika Korps - £7.45
Alexander - £7.45
Baseball - £7.95
Beat Inflation - £7.45
Blitzkrieg - £7.95
Blue Line Hockey - £7.99
Caesar - £8.95
Caesar's Legions-£7.45
Kingmaker - £7.95
Origins of WWII-£7.95
Outdoor Survival-£7.95
Panzer Blitz - £7.95
Panzer Leader-£7.95
Sleuth - £3.10
Speed Circuit - £7.99
Starship Troopers-£7.95
& More - phone for
prices

No. 25



20p

APRIL 1977

OWL & WEASEL from Games Workshop, 97 Uxbridge Rd., London W12

JUBILEE EXTRA

MY HUSBAND AND I
HAVE NEVER FOUND
OWL & WEASEL TO
PARTICULARLY SUIT OUR
TASTE BUT WE HOPE
THAT WHITE DWARF
WILL BE SOMETHING
OF AN IMPROVEMENT.



Twenty five years of our Queen

Twenty five issues of our Weasel

EDITORIAL

This is it, he said with a lump in his throat, this is the last, absolutely final Owl & Weasel ever to disgrace your doormats. It all started in February 1975 with a less than mediocre 4-page rag saying not very much on not very much. Since then things got steadily worse until, due to external pressure, it was decided that O&W should cease so that people would not have to suffer any longer such appalling misuse of the English language.

Seriously though, the decision to stop publishing O&W was not taken lightly. It was popular, believe it or not, and it could be that we've made a bum decision by putting all our eggs into one basket White Dwarf. We'll see, although British Leyland haven't done so well since they dropped the Morris Minor.....

I'd like to congratulate all those hardy readers who lasted the meandering course from issue 17 and just say that those who joined us en route can think themselves lucky for the money they've saved.

Many, many thanks to all those people who have given us some help in one way or another with special thanks to Kendall Johns and Martin Easterbrook who gave more than we deserved.

It's no good, this sadness will just have to go. One sunny June day, Jimmy was very excited. It's not surprising as it was his birthday and he was expecting lots of presents. Now, Jimmy was a little deformed. Really the word 'little' is a little kind as it rather underestimates the situation. You see Jimmy was just a head - he had no body. Still, it was his birthday and so he had every reason to be excited. In fact he was more excited than usual as his Uncle Len was coming to visit and he was certainly Jimmy's favourite relative. People had come and gone all day leaving presents for Jimmy. But it was Uncle Len who Jimmy was really waiting for as his presents were always the best. At about four in the afternoon the doorbell rang. Jimmy's mother went to the door and let in the much awaited Uncle Len who was carrying a large box under his arm.

"Happy birthday Jimmy," he said loudly as he rushed over to Jimmy who was 'sat' on a dining room chair looking more than happy.

"Hello Uncle Len, how are you?" replied Jimmy.

"OK thanks. I've brought you a present."

"Oh thanks. Could you open it for me please?"

"Sure, there you go."

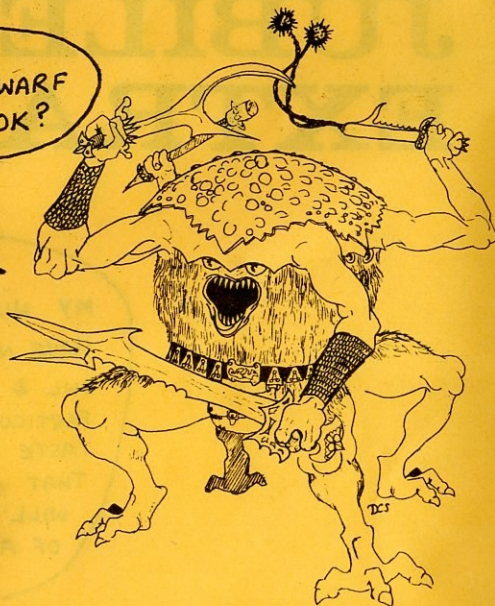
Uncle Len opened the box and lowered it to the floor to enable Jimmy to look inside.

"Oh no," said Jimmy, "not another bloody hat!"

Goodbyyyyyyye, Jan

P.S. For those of you who never knew, Owl & Weasel was conceived, written, typed and published by Ian Livingstone and Steve Jackson of Games Workshop, a completely unknown West London games company.

WHITE DWARF
RULES OK?



Article Competition - result

A bit premature in view of the demise of O&W but nevertheless just as final is the result of our Subscriber Article Competition. The competition was started in issue 18 and subscribers were asked to write an article on any topic which fell into the following categories: Fantasy, General, War or Funny.

Well, the Fantasy and General categories proved pretty popular but the War and Funny categories only produced one entry each. I can understand that not everybody fancies himself as a gamer's John Cleese but it was surprising to see such little response to the War category. Can it be that people are becoming disenchanted with traditional wargaming, both table topping and board games? Who knows, who cares.

There were 15 entries altogether, and they were:

FANTASY

Reality in Fantasy	by Andy Evans	issue 18
Time Scale in D&D	Stephen Littlechild	19
The Fourfold Way	Martin Easterbrook	19
Monster Levels in D&D	Don Turnbull	22
Mapping the Dungeons	Bob Marshall	24
New Character Classes	David Giffin	24
An Interesting Dungeon	David Giffin	25

GENERAL

3-4-3	Kendall Johns	19
Worldbeater	Stephen Mourtou	21
Each one a Masterpiece	Kendall Johns	21
Computer Games	Martin Easterbrook	22
North Sea Oil	Brian Mitchell	22
The Bits Box	Ed Walsh	25

WAR

Table Topping Starters	Eric Palmer	23
------------------------	-------------	----

FUNNY

In the Beginning	Ian Waugh	24
------------------	-----------	----

You might recall that the condition set upon each category was that there should be at least three entries. That being so, then Eric Palmer and Ian Waugh might feel that their time has been wasted. However, we felt that as the standard of both their articles was so good that they deserved at least a consolation prize. So, we have decided to award them both a Games Workshop voucher to the value of £2.50, being half the value of the intended prize. Well done Ian and Eric, hope you are happy with your prizes.

The result in the other two categories was obviously more difficult to arrive at. In the General category after much thought and deliberation, we narrowed it down to two: North Sea Oil by Brian Mitchell and 3-4-3 by Kendall Johns. Both articles were original. Kendall telling us about games made for or adaptable to three players. Brian took us through a game of North Sea Oil turn by turn and giving reasons for decisions made. It was difficult, but in the end we decided that Brian Mitchell's article just had the edge. Well done Brian, a £5 Games Workshop voucher is on its way to you.

The Fantasy category was also narrowed down to two: Monster Levels in D&D by Don Turnbull and The Fourfold Way by Martin Easterbrook. The former gave us formulae for calculating a monster's relative nastiness and the latter sorted out the confusion over alignment. Both articles were excellent in their own right but we decided that Don's article should win in view of its originality. £5 voucher coming your way Don, well done.

So, that's that. Thanks for your support but don't stop here; White Dwarf needs articles and artwork, and what's more, we'll PAY you!

++ IL ++

Waddingtons Foursome

We could hardly let Weasel pass away without a final mention of Waddingtons games now, could we? On a mad games-buying binge last week, I decided to try out the two tiddley-wink sports games, TABLE SOCCER and GOLFWINKS, and two family games, ULCERS and THE GREAT DOWNHILL SKI GAME.

THE GREAT DOWNHILL SKI GAME

This is a nice little path-making game à la THOUGHTWAVE in which players lay down tiles trying to make a path from the top to the bottom of the board. The board itself represents a ski slope liberally scattered with trees (which skiers must avoid). Players start with 10 tiles composed of all sorts of different-shaped ski tracks and may place any number of these, in a turn, onto the end of their path. Thus paths gradually advance down the board, meandering around the trees, until one player reaches the foot of the slope.

However, this is not simply a race game, it is a points-scoring game, players scoring points for each tile laid in accordance with the complexity of the track depicted on the tile. Thus the winner need not be the first player to arrive home.

With two players, there is not much player interaction, each having ample room to choose the clearest (ie. less trees) route and the winner is decided largely by luck - whoever happens to pick the best tiles. The 4-player game, however, is much more interesting as other players' paths form obstacles along with the trees and there is the added bonus that cross-over tiles can be used to cross another player's path, for an extra score.

SUMMARY - 2-4 players; 10 years +; 30 mins. Recommended.

ULCERS

On first impressions, this seems to be another mediocre family game of throwing the dice, moving round the board, landing on a square and obeying the instructions. Well, apart from the original qualifying adjective (it would be most unfair to call it 'mediocre'), that's exactly what ULCERS is. It is a simple, fun and closely-matched game, with just the right balances of player interaction and luck.

The object of the game is to build up a company personnel sheet comprising 2 secretaries, 2 salesmen, a sales manager, vice president and president, which can either be hired from the bank or 'raided' from other players.

The board displays a circular track around which players move their pieces. By landing on a personnel square, a player may hire one member of staff from the bank's pool. There are fat ones, skinny ones and ugly ones to choose from and even one (horror of horrors) that closely resembles an old boss of mine! Other squares give and lose you money and there are 3 CAREERS-type side tracks off the main board which add spice to the game, although two of them are to be avoided at all costs.

There are several 'Raid' squares on the board which give players the opportunity to swipe staff from other companies. Those controversial 'differentials' play an important part in the game too. Although you can pay your staff whatever you like, you may not pay subordinates more than their bosses. Also, when you 'Raid' an opponent's employee, you must increase his or her salary.

ULCERS, when suitably intoxicated, becomes a hilarious game of dirty dealing and grudges and is simple enough to be understood by players of all ages.

SUMMARY - 2-4 players; 8 years +; 1 hour; A laugh.

TABLE SOCCER and GOLFWINKS

The idea of using tiddley-wink mechanics to simulate kicking and driving a ball is a good one - or ought to be. But in contrast to the other two games, these are a little disappointing. Main criticism is the fact that the counters supplied are thin and of poor quality and thus it is difficult to control shots. TABLE FOOTBALL has the added disadvantage that the ball is deemed to be controlled by the 'nearest' player, but often it comes to rest midway between two. In GOLFWINKS, although the 'fit-together' fairways, green, bunkers etc. are very nice, the ball rarely stays on them. Don't bother.

NEWS

'Go' WORLD RECORD

Looking wide awake and confident, David Mitchell started his first game of lightning Go at 11.00am on Thursday March 10 in a world record attempt. He sat in the window of Knight Games and rapidly handed out defeat after defeat to all comers much to the bewilderment of the passers-by, thousands of whom stopped and gawked at David and Co. during his one hundred and forty odd games. David was doing really well and after 30 hours, when I popped in to see if his concentration was waning, he was handing out just as many defeats and still looking as fresh as when he had started. Unfortunately after 46 hours of severe mental effort, David began to feel the effects and suffered a migraine which forced him to stop. Still, out of all those games, he only lost 14 - a truly amazing achievement.

EVENTS AT JUST GAMES

On April 16 the London Backgammon Society will be demonstrating the game from 11 am. On April 23 Stuart Dowsey of the London Go Centre will be demonstrating and teaching Go.

Incidentally, Just Games have recently expanded their wargame section and now stock most AH, Leisure Time Games (formerly 3M), SPI and TSR games at recommended retail prices.

FOR SALE

Rhiannon Jones, 34 Penlan Crescent, Glanmor, Swansea has Super Mastermind for sale - £1 plus 40p p&p.

Peter Cherry, 40 Whites Lane, Kessingland, Lowestoft (tel. Lowestoft 740 299) has for sale Executive Decision (3M) - £3 plus 50p p&p and Stocks and Bonds - £2.50 plus 50p p&p. He also wants (and could swap the above for) Feudal, Emperor of China and Origins.

NEW PUBLICATIONS

The Wargamer is to be a 16 page, quarterly magazine published by UK Wargamers and retailing at £1.25. The contents of the first issue will include a game replay of Russian Campaign, reviews, play-by-mail contacts, articles including SPI's Invasion America, ratings etc but will also include a complete, new game with playing units and separately printed coloured hex map.

Although uncertain, I presume subscriptions can be obtained from Keith Poulter, Secretary UK Wargamers, 74 Cherry Tree Rise, Buckhurst Hill, Essex.

Trollcrusher is the newest D&D zine to be unleashed upon the world and is published by Bryan Ansell, 15 Furlong Ave., Arnold, Nottingham. Its cost varies as the charge is based on the number of sheets of paper used (£p per sheet plus postage). The first issue (still available) has some good contributions from John Norris, Hartley Patterson and Bryan himself and also includes an interesting sub-zine under the title of Blue Dragon Blues, another "thingy about D&D matters" produced by Mike Meara.

The Dungeoneer is, in my opinion, the best American D&D zine currently available. Whereas Alarums & Excursions suffers from being a great stack of unrelated and non-illustrated D&D ramblings, The Dungeoneer is a nice compact A5 size, well written and illustrated, co-ordinated and useful zine.

Three issues have been published so far (although issue 1 is out of print) and excellent articles are to be found in each. Issue 2 concentrates on female characters including two new subclasses - Female Clerics; subclass - Daughters of Delphi and Female Magic Users; subclass - Circceans. Also in issue 2 are more Decks of Things by Lew Pulsipher, the Fabled Garden of Merlin by Merle Davenport, the use of alcohol in D&D by the zine's editor Paul Jaquays.

Issue 3 contains many new monsters created by various people but the centre of attraction of this issue is the diagram, key and room-by-room explanation of a small dungeon, known as Borschak's Lair. This is full of interesting and novel items and shows some of the differences between US and UK interpretation of D&D. The Dungeoneer is highly recommended and if you can't be bothered writing to the States, you can get it from us at a cost of 50p including postage. Remember only issues 2&3 available at present.





White Dwarf, mate, is Games Workshop's new Fantasy/SF magazine which is going to more than replace Q&W. It will be glossy, 20 pages in length, A4 size, initially published every other month and cost 50p.

The contents will regularly include:

- D&D - thoughts, developments, additions etc
- Reviews - all the latest F/SF games will be criticised and rated
- Articles - on many games will be written in length by well known personalities
- D&D Society News - a page will be devoted each issue to the newly formed society
- Letters - will be written by you!
- The Other World - a section devoted to non-Fantasy/SF so as not to lose touch
- Others - artwork, cartoons, editorial, ads, stories, competitions and probably more

White Dwarf needs YOU

Although there will be regular features by established writers, White Dwarf will be nothing without new blood i.e. we need your help in the following areas:

ARTICLES - to be classified as an article, the work should be at least 1000 words and can be written on just about any topic as long as it is at least related to games. We will pay £5.00 per article published plus the odd free review copy game.

REVIEWS - if you are willing to review a game, let us know. We will be able, in many cases, to give away review copies for review. Reviews should be at least 500 words for which you will receive £2.00 if published.

ARTWORK - we need high quality artwork for White Dwarf covers and inside drawings. If you are a hidden Frazetta, please send us a sample of your work. For a full page piece of artwork (A4) we will pay £5.00 and for anything smaller, odds and ends, £1.00.

STORIES - any budding F/SF novelist who wants his or her previously unknown work to burst into print should contact us. Length doesn't matter - we will pay £3.00 per WD page.

If you contribute to any of the above categories, you will automatically receive a free issue of the White Dwarf in which your work appeared.

Any other contributions - letters, cartoons, D&D bits and pieces e.g. new monsters, magic items etc, comments, news and views will also entitle the contributor to a free issue.

PLEASE NOTE THAT (PREFERABLY) ALL CONTRIBUTIONS SHOULD BE TYPED.

White Dwarf will contain advertisements, details as follows:

- | | | |
|-----------------|--|--|
| 1. Display: | rates £25.00 full page (A4) | } 5% discount for camera-ready ads
5% discount for 3 insertions or more |
| | £15 half page | |
| | £9 quarter page | |
| 2. Classifieds: | small ads rates are 5p per word. | |
| 3. Help: | clubs, contacts, events etc can all be advertised free | |

Issue 1 (May/June) will contain (at least):

- Starship Troopers - a review
- Metamorphosis Alpha - article and starship design hints
- The Warlord - a review

++ IL ++

D & D SOCIETY NEWS



The inaugural meeting (round two) of the D&D Society took place on March 12th at D&D-Day. Members elected to the Committee were:

- Hartley Patterson - Chairman
- Nick Slope - Secretary
- Clive Wardley - Treasurer

The Committee will eventually consist of the above three elected officials, an Editor appointed by them and a member of Games Workshop being UK agents for TSR Hobbies. Other items raised and discussed were as follows although no decisions were reached: Publication - own newsletter, part of White Dwarf, News from Bree or Trollcrusher or part of all three.

Meeting Place - either the London Go Centre or the Ordnance Arms pub (Waterloo) weekly on Saturday or Sunday or both.

Membership Fee - should be paid annually, amount to be decided.

If any of you have any thoughts on the above matters or have any further comments to make, please write to Games Workshop and we will pass on the information.

NEW MEMBERS:

- M.R. Moir
- Keith Thomasson
- Kendall Johns
- M. Williams
- Jamie Burgess
- Andrew Key
- Howard Wilcox

- Penlee, Gad's Hill, Higham, Rochester, Kent
- 16 High Worple, Rayner's Lane, Harrow, Middx HA2 9SU
- 7 Worslade Road, London SW17
- Flat 10, 165 Green Lanes, Highbury, London N16
- 19 Glanfield Road, Beckenham, Kent BR3 3JS
- 141 Teg Down Meads, Winchester, Hants
- 20 Parkgate Road, Watford, Herts

(cont. over)

Christopher Cooper 38 Forest Road, Kew, Richmond, Surrey
 Alan Kenway 17 Homestead Road, Bromley, Kent
 Julian Cable 47 Zealand Ave., Harmondsworth, West Drayton, Middx
 David Kirby 36 Queens Road, Hayes, Middx
 S.J. Long 96 Portsmouth Road, Woolston, Southampton, Hants (term time)
 Michael Hall 6 Church Close, West Drayton, Middx
 Kerry Handscomb 6 Winton Road, Carlisle, Cumberland
 Kearny Birch 99 Orchard Way, Reigate, Surrey
 Andrew Finch 62 Orchard Way, Reigate, Surrey
 Paul Segal Lenzhahner Weg 30, D 6272 Niedernhausen, G.F.R.
 Ger Scherman 29 Heath Hurst Road, London NW3
 Gary Murkin 65 Dennis Lane, Stanmore, Middx HA7 4JV
 John Rayns 3 Rylands Crescent, Lee, London SE12 9AD
 Andy Fletcher 23 Tudor Drive, Yateley, Nr Camberley, Surrey
 Chris Smith 4 Bicester Road, Aylesbury, Bucks
 J. Paris 26 South Street, Wendover, Bucks
 K. Bearle 6 Geddy Court, Hare Hall Lane, Gidea Park, Essex RM2 6BE
 J.P. Garner 41 Melrose Ave., London SW19
 Changes of address: 5 Oakhill Drive, Welwyn, Herts
 Howard Chalkey 101 Chaul End Road, Caddington, Nr Luton, LU1 4AS
 Bernard Peek 34 Dongola Road, Plaistow, London E13 0AZ

There's another 25 members to take us over the 100 mark. Obviously as the Committee gets itself into full swing the Society will be more than just a list of names and addresses but, in the meantime, keep those names coming.
 Just had a late flash from Hartley. The Committee has appointed Fred Hemmings as Editor of the D&D Society Newsletter. Good luck Fred. It has also been decided that this newsletter will form part of the White Dwarf magazine but will also be included as a separate sheet in News from Bree and possibly Trollcrusher. It is likely that the newsletter will be published bi-monthly.

++IL++

O&W BACK ISSUES

Can you really afford to go through life without a complete collection of Owl & Weasel? Well, if you haven't got issues 6, 8, 9, 15 or 16 already you are going to have to because we are completely out of those issues!
 However, we've got all the rest and as these are *the world's* collector's items, we thought we had better sell them *off duty* to our dear subscribers giving them first option.
 Prices are as follows:

Issues 1, 2, 3, 4 and 5 cost 10p each

Issues 7, 10, 11, 12, 13, 14, 17, 18 and 19 cost 15p each

Issues 20, 21, 22, 23, 24 and 25 cost 20p each

Please add 6½p p&p for one issue or 11p for two or more.

It's all a bit sad really but you never know, one fine day issue 26 might find its way to your doormats. The ghost of Weasel lives on.

++IL++

P.S. Actually there's no P.S. but these tiny bits of plain paper really annoy me.

GLADIATORS

Gladiators is published by Fantasy Games Unlimited Inc. costs £2.35 and consists of a booklet of instructions. You can draw or photo-copy your own board from a sample included and you must supply your own figures although it works just as well with pieces of card-board as counters.

Unlike their Citadel game, you do have a certain amount of 'feel' and can easily imagine yourself to be taking part in a gladiatorial combat.

The rules are fairly straightforward although one or two points need clearing up (eg. can a gladiator change position when on the ground).

The game is played on an arena divided into hexes. The figures are mounted onto hex bases and gladiators are divided into types each with different movement abilities and various degrees of protection. Movement is simultaneous and combat occurs when two Gladiators either try to enter the same hex or come in base to base contact. Each man then has the opportunity to attack his opponent and defend himself from a suspected attack.

The combat is resolved in a rather 'sneaky' way if I can use that term. Percentages are calculated according to what the figures are doing, eg. are they being attacked on their shielded side, unshielded side or from the rear; are they trapped in a net; on the ground; wounded; is the target area protected at all etc. Rather than say that this attack has a x% possibility of succeeding, it is compared to a defense strength calculated in the same manner. Differences are then calculated and if the attack factor is greater than 5% the target suffers damage to the part of the body aimed at.

Gladiators are equipped with a shield with which they can protect one or two areas of the body (out of a total of 9 areas conveniently laid out in a tic-tac-toe matrix). The attacker must nominate which area he is attacking and defence points are awarded depending upon how close to the target the shield is.

Things can go wrong. Gladiators can stumble if they try to turn around too quickly and weapons and shields can be dropped. There is a section devoted to the Retarius (the chap with the net and trident) which is great fun to play.

One of the interesting aspects of the game is the fact that it can very easily be developed into a good multiplayer game. A two player game will only take about 10-15 minutes so you can arrange the scenario to suit the length of game you require. A recent four player game lasted about 45 minutes.

It should be very easily adapted for postal play and Gladiatorial schools could be formed and run along much the same lines as Soccer Boss games in current Dippy zines.

I found it extremely difficult to play a solo version (impossible for me in fact) but then there's no fun in beating yourself, is there?

The main drawback - if you get killed early on you're out of the game. It's a hard life! Bags I Kirk Douglas!

++IAN WAUGH++

white dwarf Subscriptions

As White Dwarf will have (we hope) a high circulation, it will be administratively impossible for us to take subscriptions other than annual.

The final balance of your O&W accounts is shown on the back of this Weasel's "envelope". If you are in credit and want to subscribe to White Dwarf, then please send a cheque/P.O. for the annual subscription amount less whatever you have left in O&W credit.

SUBSCRIPTIONS (1 year, 6 issues)	UK	EUROPE	US/QTHER
surface mail	£3.00	£4.00	£5.00
airmail	-	£4.50	£6.00

All payments to 'GAMES WORKSHOP'

An Interesting Dungeon...

What makes a good dungeon? Well, of course, a lot depends on the players and their ideas about D&D, but there are a couple of points which always hold true. First of all the Dungeon Master must create a balanced and interesting dungeon. In order to make a dungeon interesting, the DM must use his imagination to its fullest extent if the players are going to be taxed fully by the intricate traps within the labyrinth. One of the most commonly used item is the trap; now a trap can vary between a teleportation system into the centre of a maze to a simple pit, or from intelligent statues to one-way doors, with each trap type having specific objectives. Teleportation is used to lose the players, moving them in two or three dimensions and leaving them with a difficult problem, how to get out of the dungeon. Most of the other traps, pits of varying types, gas traps, arrow traps and an infinite number of other systems, usually have two aims. Firstly there is normally a chance of death or damage for the player involved, and secondly they can waste the players time i.e. during the time that a player takes to climb out of a pit there may be a chance for a monster to arrive on the scene. And, after the trap has been discovered, most parties tread slowly and carefully for a time until they regain their courage, again decreasing the time left before a monster check or before the player must rest. Of course if a dungeon is just full of traps and monsters, after a time players will still lose interest, so make the passages and rooms themselves interesting places. Include passages which blow out torches or rooms that are empty but sound full of shifting feet, or have passages that don't just go north or east, right angle after right angle, straight corridors leading off into the darkness with doors and passages leading off the sides every 60 feet, but put in curved passages, plazas and open spaces in your dungeon with wells, pools and fountains in them. Make your rooms octagonal, triangular or any shape you can think of rather than square, and give most rooms a couple of entrances, so giving any inhabitants an emergency bolt hole. Have the treasure placed in chests which have interesting protecting devices, not just the standard poisoned needle in the lock. For example, a whistling chest that could attract wandering monsters, or have iron chests with nothing inside while the party spend twenty minutes opening the darned thing the DM can make himself a cup of tea or whatever he drinks and sit back for a while!

In addition to these items which should prove a little more entertaining than the usual "hundred foot long passage, door thirty feet along on the northern side" etc, each dungeon should have at least one temple or similar mysterious area. These areas should contain a large number of traps, special monsters or treasure. For example, in one of my dungeons there was an imprisoned goddess, and the Cleric in the party became involved in an attempt to release her, persuaded by the promise of great wealth and protection. There was a long argument between the players during the game, but they followed the Cleric, partly persuaded by the fact that the goddess protected them from wandering monsters, and partly by the fact that they found a hoard of gold under the Cleric's guidance. They eventually freed the goddess after a days play but the point is that this quest made the whole game very much more interesting than it would have been if there had been no definite aim to the game. This is not to say that a dungeon should be aimed purely at one special quest or adventure but the inclusion of such an area always leaves the possibility that the whole adventure may turn around from the rather negative attitude that most dungeons promote, i.e. an attempt to grab as much treasure as possible, to a positive attitude with a definite goal at the adventurers conclusion. Balancing a dungeon is really just common sense and the Wandering Monster Tables take most of the work from the DM in balancing out monsters. Traps are easily dealt with - the deeper one goes the more dangerous the traps; pits become deeper, arrows become poisoned and so on. Also the more treasure in a chest, the more cunningly hidden should be the trap. But don't get too carried away, your players should have a reasonable chance of leaving the dungeon alive. So remember, a dungeon which is fun for the players is fun for the DM too. Originality is what it's all about and that should always be your aim when designing dungeons.



++DAVID GIFFIN++
Competition Category: Fantasy

The Bits Box

One big problem I have had with board games (of the S&T type) is storing the counters. One needs a box that allows safe storage and also allows one to divide up the counters into different types.

There is an answer - a commercial box marketed by SPUK. It costs about £1.00 (it can also hold maps and rules). However, preferring to spend as much as possible on games and as little as possible on packaging, I have spent a fair amount of time looking at other possibilities. Finally, while talking the problem over with a friend, we came up with a simple and cheap solution.

For Do-It-Yourself Bits Boxes you need:

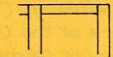
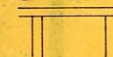
1. Cardboard (stiff) - collect boxes from supermarkets etc.
2. Polystyrene tiles - cost about 3p each from decorating shops etc.
3. Polystyrene tile cement - cost about 60p a half litre.
4. Either a very sharp knife or a hot wire polystyrene tile cutter.
5. Suitable elastic bands.

The box consists of a cardboard base, usually two layers of poly tile and a cardboard lid. The main problem comes in making the slots that will hold the counters. There are two basic methods (I assume two tile thickness gives enough room but obviously one can have deeper or shallower boxes):

(a) The most economical; cut the tiles up into 1" and ½" strips, decide on what size box you need, decide how many and what size slots, cut out the cardboard base and build up the required box on it using the poly strips. Use the 1" for the outside edge and the ½" for the inner frame, i.e.



One useful point, try and avoid matching the joins, so if layer one is



then layer two should be

This gives a stronger box, though of course it is a bit more fiddly. If the card base is stiff enough you can ignore this refinement and save more time by glueing the tiles together before cutting them up for strips.

(b) More expensive but gives a more rigid box. Glue two tiles together and allow to set. Mark out the slots wanted and also the size of the base. Cut out the slots and cut off the excess using a very sharp knife. If your knife is not sharp enough you will get a very ragged edge. The frame is then glued to the base. This gives a neat and stiff box. It is more expensive than (a) as that method uses more of the tiles. The lumps cut out for (b) are not really usable for anything.

A tile cutter can be used for method (b). In this case make two templates of the required box, hold one on each side of the pair of tiles and use the cutter to cut out the slots. This is a little fiddly as the wire must be pushed through each slot and fastened up again for cutting. Two templates are needed to give a straight vertical cut through the tile. This method gives a very neat box.

The lid can be hinged to the base with sellotape. This ensures that one does not lose the lid, (or if you do lose it you lose the box as well so you have a better chance of finding it).

The most important point is keeping the lid on the box. Banal as it may sound I have found that the humble elastic band is the simplest and cheapest effective method.

Value - the Bits box is cheap, an A4 base size box of two tile thickness will cost no more than 8p. What about durability? Well, properly made they can survive being sat on and so handled with reasonable care they should last a good while.

++HED WALSH++
Competition Category: General